WORKING WITH CLIENTS
On past projects, our team has worked to design something that the client does not want. I think feedback will be crucial to satisfying the customer, making sure that we are designing something that he or she wants.

My first step would be to find and prioritize the client’s needs. By doing this, I would ensure that the most important needs are met & there are no misunderstandings on my part.

One of the most important things is to ask lots of questions. Who, what, when, where, why ..... This way, the designer/engineer gets a better understanding of the project at hand.

LANGUAGE OF DESIGN
Client. A person or organization who commissions a project and who pays for the project.

Customer. The end users of the results of the project. Usually the customer differs from the client.

Stakeholder. A stakeholder is any person who has an interest in a project or who will be impacted by the project.

Designer. A person or team who plans the form, look, or workings of something before it is made or built. The designer’s role is to uncover the needs of the customers and make sure that these needs are satisfied. In addition the designer uncover the needs of the client and other stakeholder and make sure that these needs are satisfied.